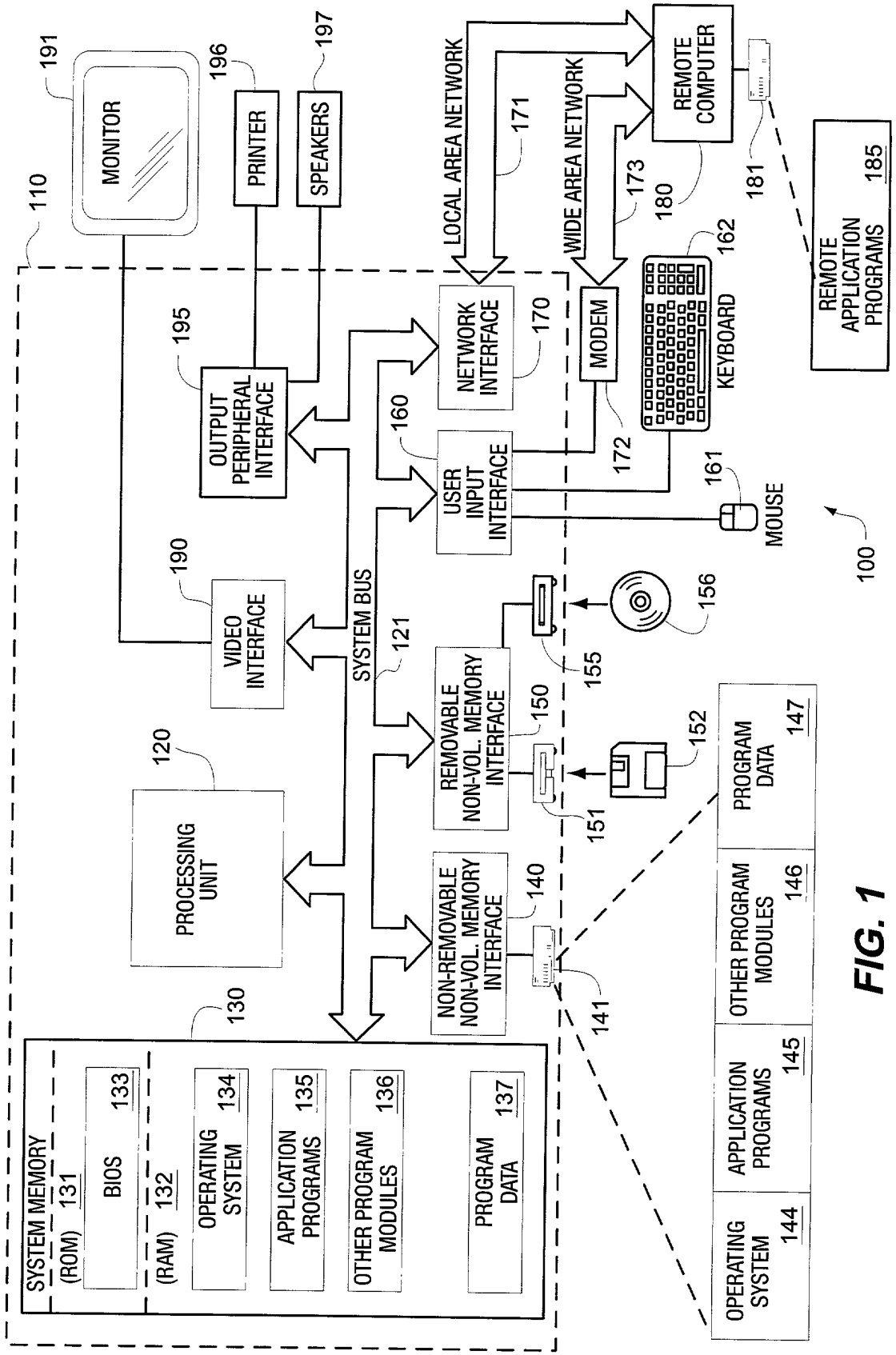
100
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185
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191
195
196
197
SYSTEM MEMORY
(ROM)
BIOS
(RAM)
OPERATING SYSTEM
APPLICATION PROGRAMS
OTHER PROGRAM MODULES
PROGRAM DATA
PROCESSING UNIT
NON-REMOVABLE NON-VOL. MEMORY INTERFACE
REMOVABLE NON-VOL. MEMORY INTERFACE
VIDEO INTERFACE
OUTPUT PERIPHERAL INTERFACE
USER INPUT INTERFACE
NETWORK INTERFACE
SYSTEM BUS
MONITOR
PRINTER
SPEAKERS
LOCAL AREA NETWORK
WIDE AREA NETWORK
MODEM
KEYBOARD
MOUSE
REMOTE COMPUTER
REMOTE APPLICATION PROGRAMS
OPERATING SYSTEM
APPLICATION PROGRAMS
OTHER PROGRAM MODULES
PROGRAM DATA

FIG. 1

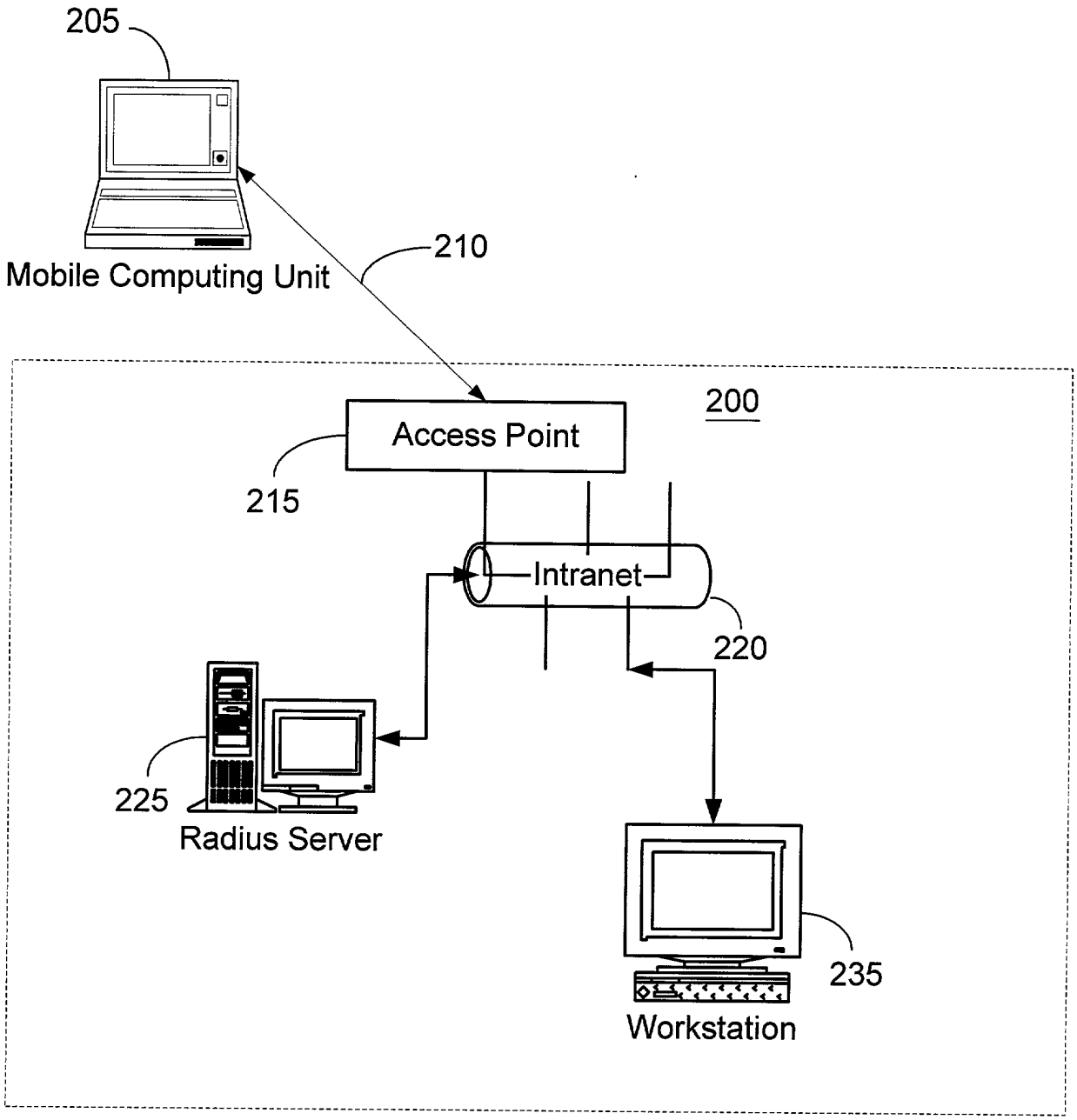
205
Mobile Computing Unit
210
200
Access Point
215
Intranet
220
225
Radius Server
235
Workstation

FIGURE 2

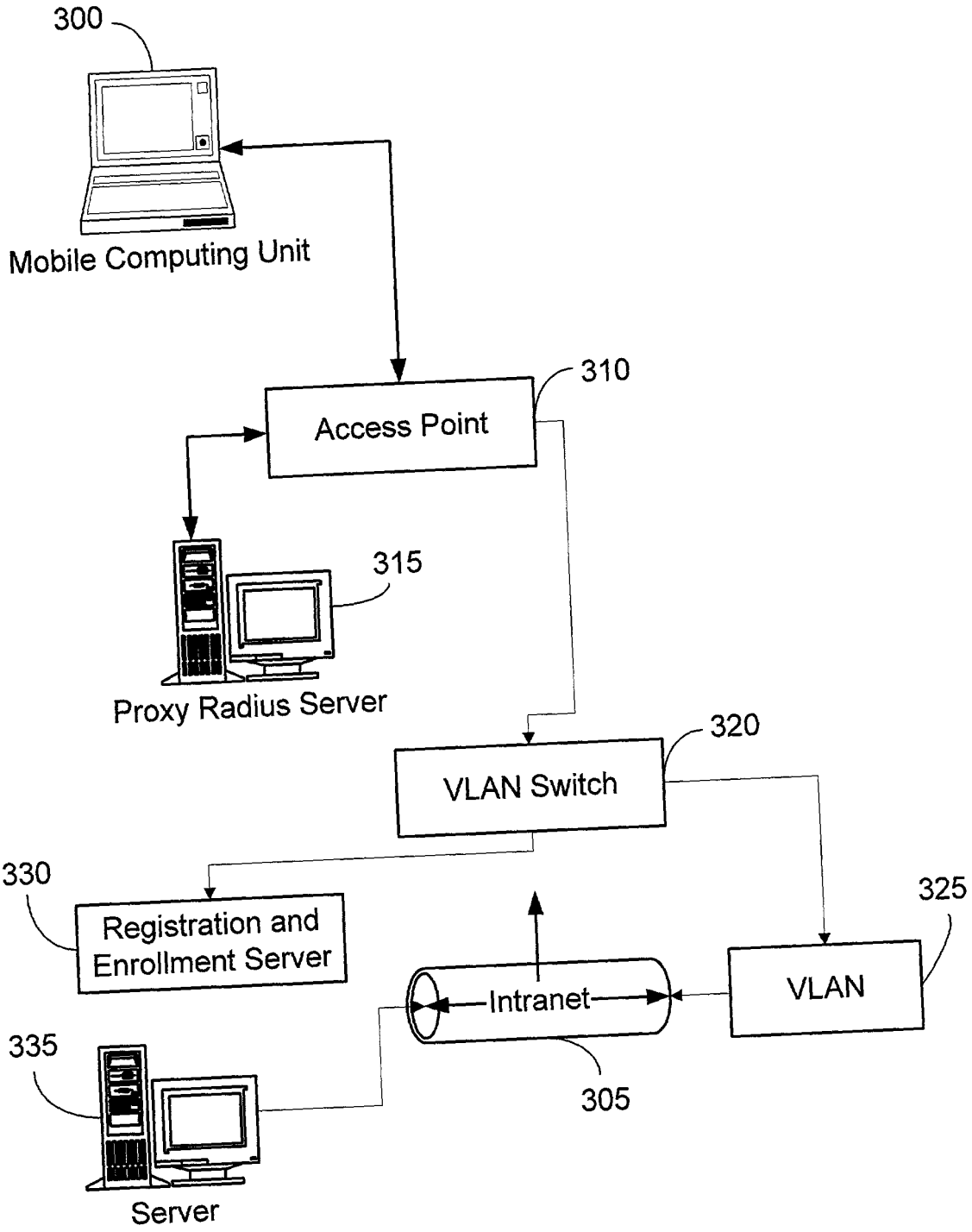
300
Mobile Computing Unit
310
Access Point
315
Proxy Radius Server
320
VLAN Switch
330
Registration and Enrollment Server
325
VLAN
Intranet
305
335
Server

FIGURE 3

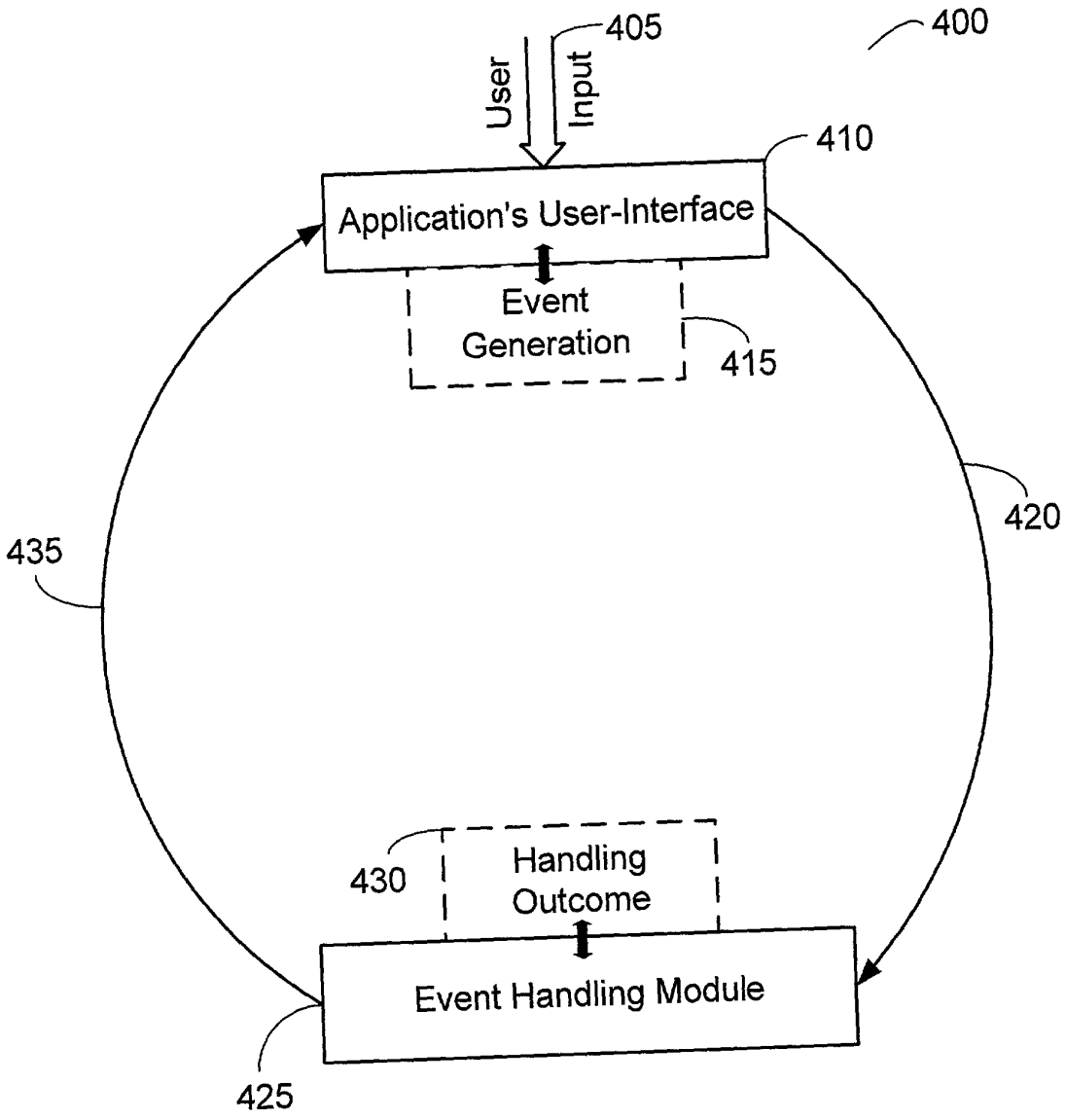
400
405
User
Input
410
Application's User-Interface
Event Generation
415
420
435
430
Handling Outcome
Event Handling Module
425

FIGURE 4

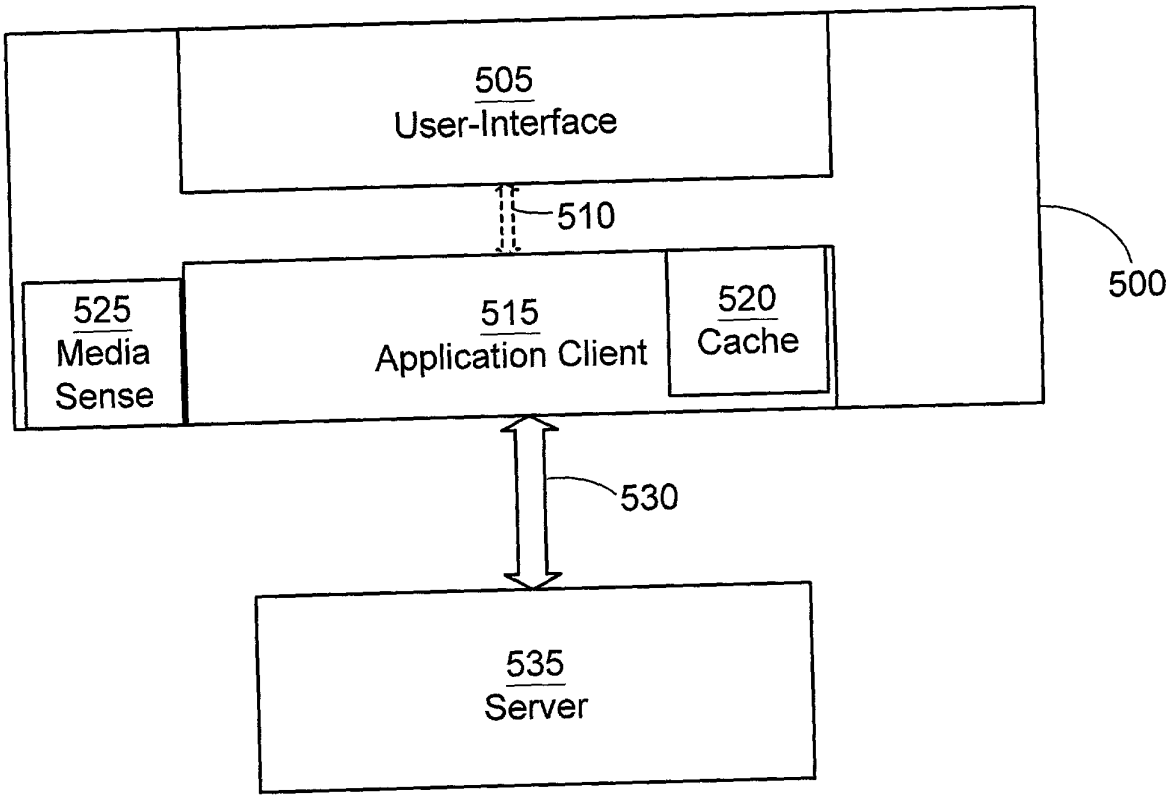
505
User-Interface
510
500
525
Media
Sense
515
Application Client
520
Cache
530
535
Server

FIGURE 5

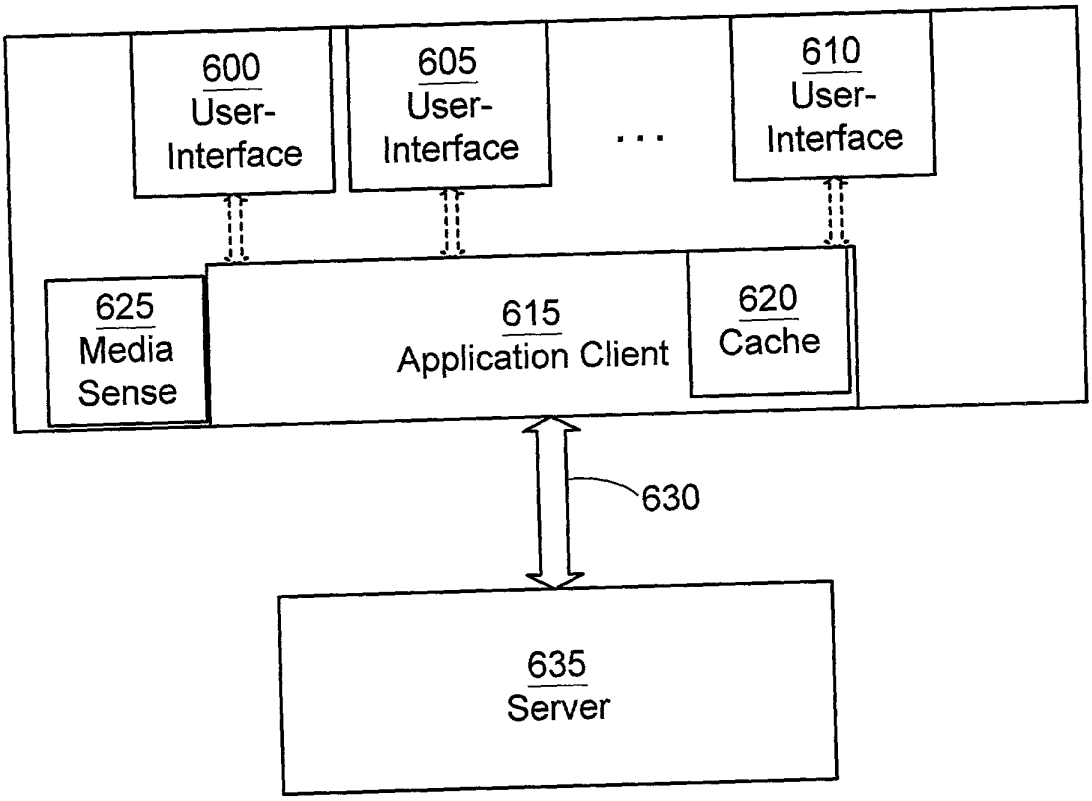
600
User-Interface
605
User-Interface
610
User-Interface
625
Media Sense
615
Application Client
620
Cache
630
635
Server

FIGURE 6

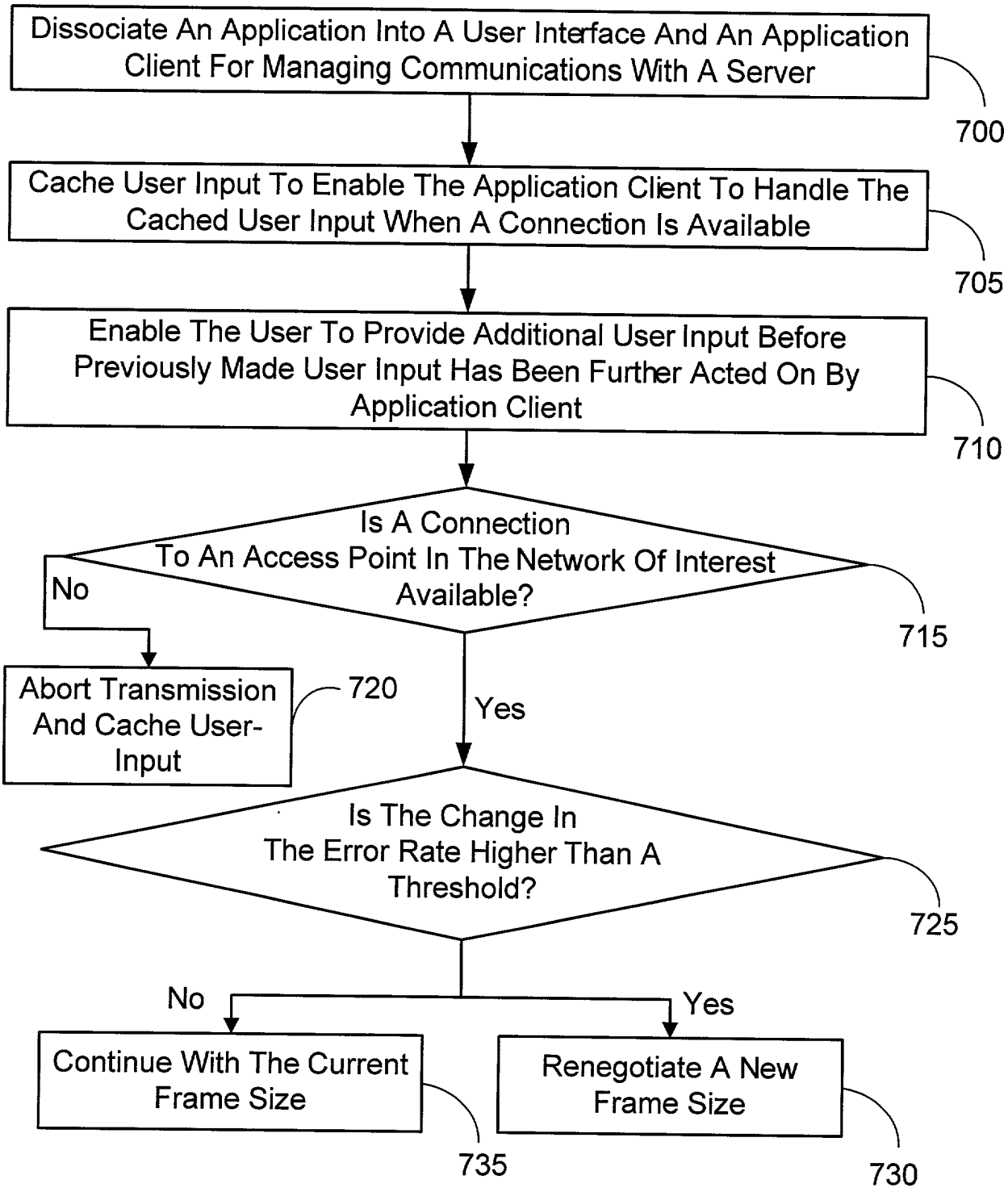
Dissociate An Application Into A User Interface And An Application Client For Managing Communications With A Server
700
Cache User Input To Enable The Application Client To Handle The Cached User Input When A Connection Is Available
705
Enable The User To Provide Additional User Input Before Previously Made User Input Has Been Further Acted On By Application Client
710
Is A Connection To An Access Point In The Network Of Interest Available?
715
No
Abort Transmission And Cache User-Input
720
Yes
Is The Change In The Error Rate Higher Than A Threshold?
725
No
Yes
Continue With The Current Frame Size
735
Renegotiate A New Frame Size
730

FIGURE 7

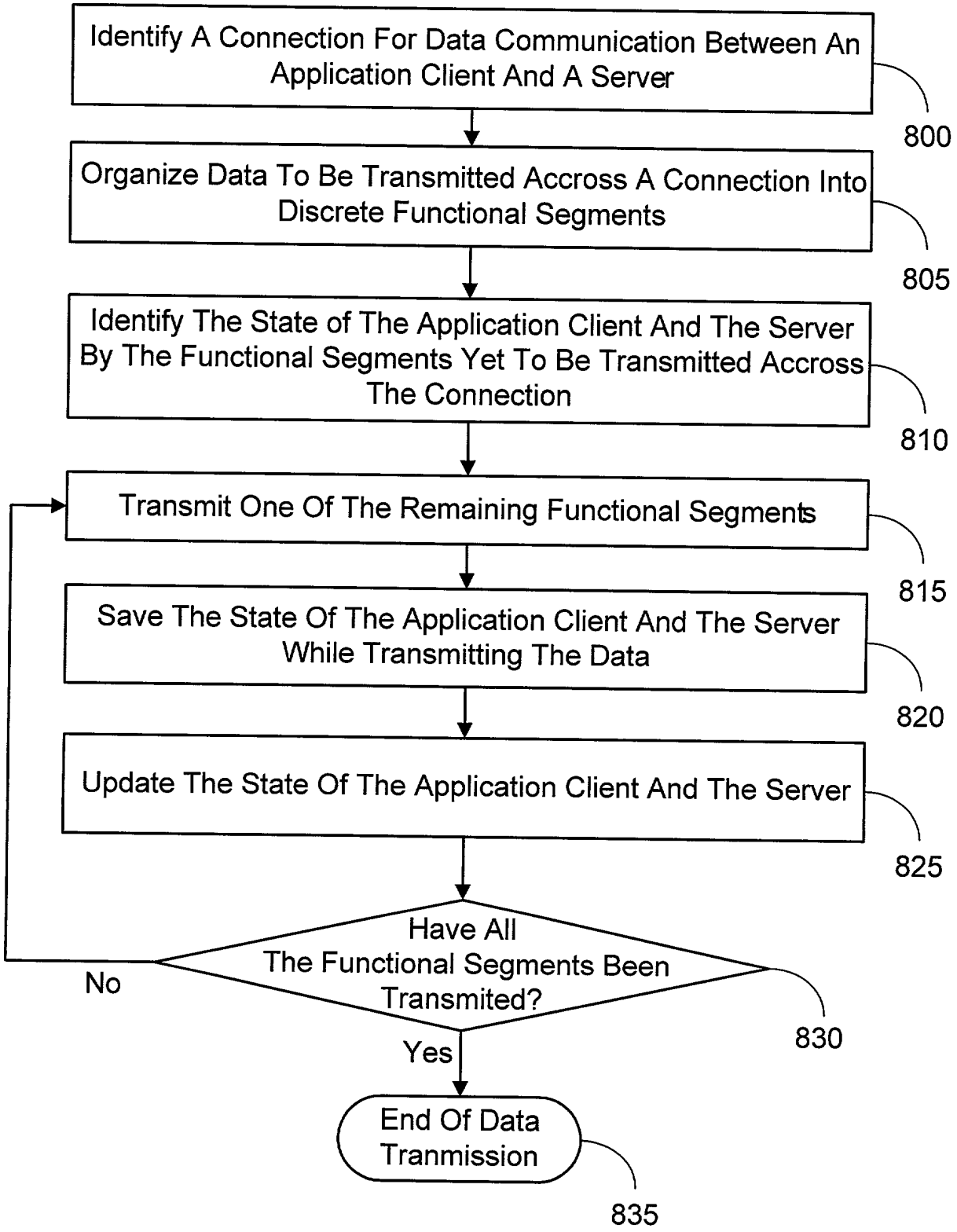
Identify A Connection For Data Communication Between An Application Client And A Server
800
Organize Data To Be Transmitted Accross A Connection Into Discrete Functional Segments
805
Identify The State of The Application Client And The Server By The Functional Segments Yet To Be Transmitted Accross The Connection
810
Transmit One Of The Remaining Functional Segments
815
Save The State Of The Application Client And The Server While Transmitting The Data
820
Update The State Of The Application Client And The Server
825
Have All The Functional Segments Been Transmited?
830
No
Yes
End Of Data Tranmission
835

FIGURE 8

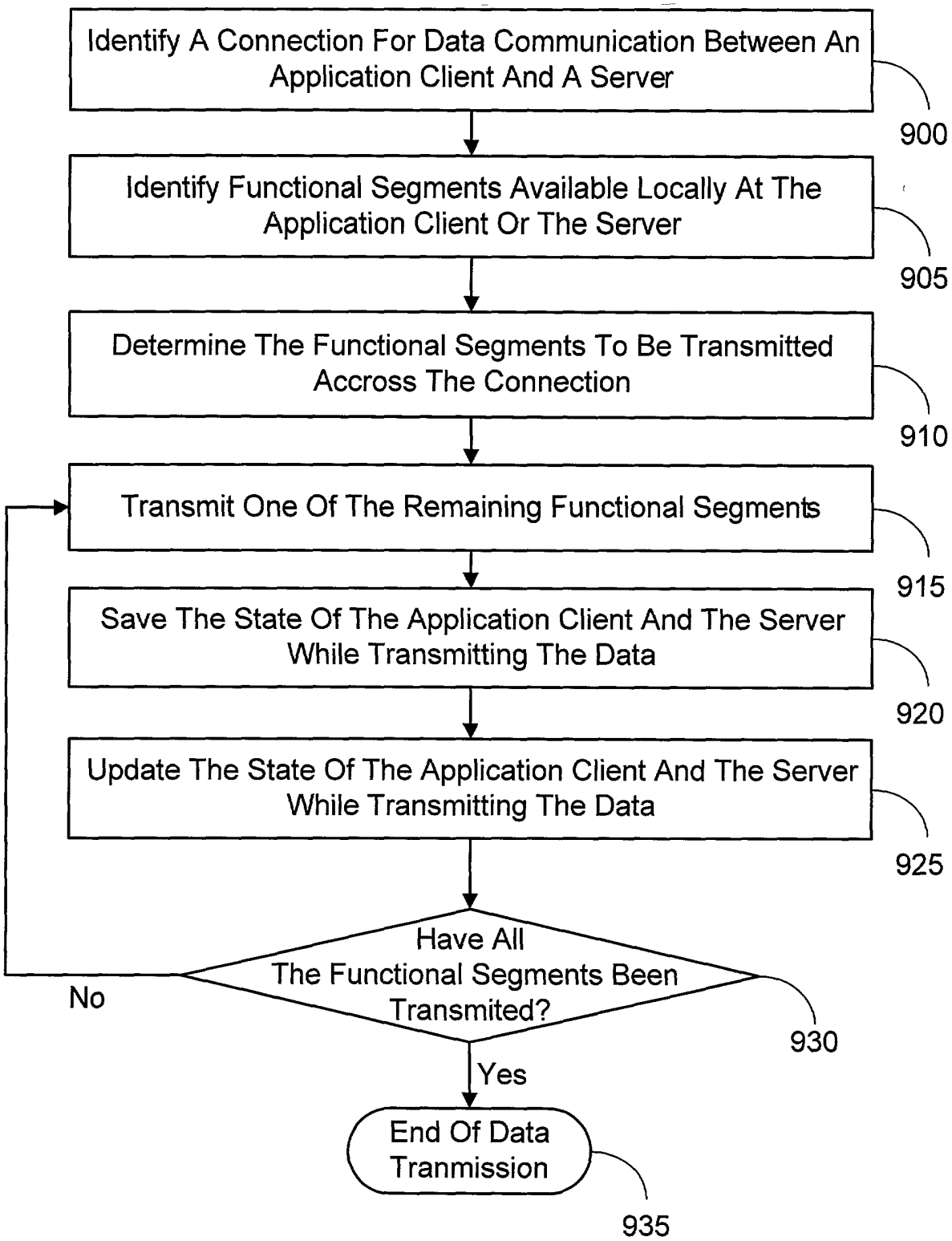
Identify A Connection For Data Communication Between An Application Client And A Server
900
Identify Functional Segments Available Locally At The Application Client Or The Server
905
Determine The Functional Segments To Be Transmitted Accross The Connection
910
Transmit One Of The Remaining Functional Segments
915
Save The State Of The Application Client And The Server While Transmitting The Data
920
Update The State Of The Application Client And The Server While Transmitting The Data
925
Have All The Functional Segments Been Transmited?
930
No
Yes
End Of Data Tranmission
935

FIGURE 9

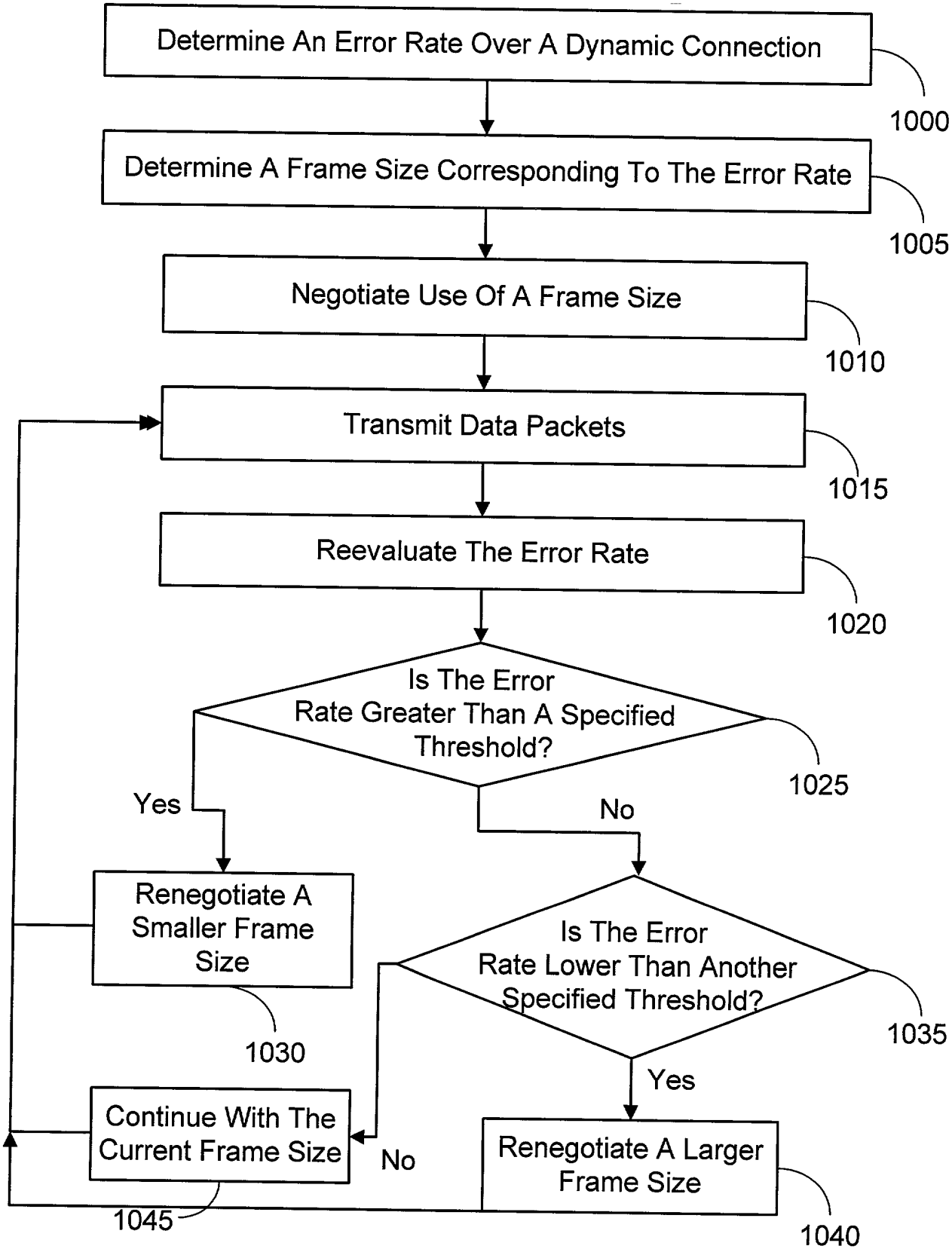
Determine An Error Rate Over A Dynamic Connection
1000
Determine A Frame Size Corresponding To The Error Rate
1005
Negotiate Use Of A Frame Size
1010
Transmit Data Packets
1015
Reevaluate The Error Rate
1020
Is The Error Rate Greater Than A Specified Threshold?
1025
Yes
No
Renegotiate A Smaller Frame Size
1030
Is The Error Rate Lower Than Another Specified Threshold?
1035
Yes
No
Continue With The Current Frame Size
1045
Renegotiate A Larger Frame Size
1040

FIGURE 10